CHARACTER FEATS

# The Devil Gene

A witch's occult experiment, a cultist's unholy invocation, or perhaps an ancestor's dark deal... Whatever the circumstances that led to it, you have inherited the **Devil Gene**: A supernatural genetic abnormality which grants the holder incredible power... at the possible cost of their own corruption.

If your DM uses the optional Feats rule, you can take the following options to have this power mechanically reflected within your character's playstyle.

## Accursed Power

***Prerequisite: 3rd level***

The gene begins to manifest itself in earnest through your combat. Whenever you hit a creature with a melee attack, if your attack roll exceeds the target's AC by 5 or more, they take an extra 1d4 lightning damage.

Additionally, whenever you score a critical hit with a melee attack, you can knock the target prone or push them 15 feet away from you (your choice).

Starting from 6th level, you can choose to apply both of those effects at once. Starting from 8th level, the lightning damage increases to 1d6.

## Devil Transformation

***Prerequisite: The Accursed Power feat***

You can fully unleash your bloodline as a bonus action, entering your **Devil Form**. Your appearance is changed to match this new form as your skin takes a different color, your head grows a pair of horns, and a third eye is opened on your forehead (or another singular part of your body).

The transformation lasts for 1 hour, until you are made unconscious by any means, or until you die. While in this state, you gain the following attributes:

### Dark Flight

A pair of either feathered or bat-like wings sprouts from your back, granting you a flying speed of 30 feet. If you already possess a flying speed, it increases by 30 feet instead.

### Electric Fist

The effects of *Accursed Power* can be triggered with an exceedance of 3 or more, and its damage die increases by one size.

### Inferno Blaster

You gain a new offensive option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls.

Its damage is force, and its damage die is a d12. If you possess the *Extra Attack* feature, this option can be used for any of the attacks you make as part of the Attack action.

If you possess the ability to cast spells, you can use your spellcasting ability modifier instead of Dexterity for the attack and damage rolls.

After your transformation ends, you gain one level of exhaustion. Once you've used this feature, you can't do so again until you finish a long rest.

If deemed necessary, with your DM's approval, the following trait may be added to the list of attributes granted by your Devil Transformation:

### Battle for Control (Optional)

If you start your turn at or below half your hit point maximum, you must succeed on a DC 8 Wisdom saving throw or move directly toward the nearest creature and use the Attack action against them.

If you're concentrating on a spell or are under an effect that prevents you from concentrating (such as the Barbarian's *Rage* feature), you automatically fail this saving throw. Once your attack is resolved, you regain control of yourself.

> **NOTE:** If you possess the *Rage* feature from the Barbarian class, then with your DM's approval, you may activate your Devil Transformation as part of the same bonus action used to enter your rage.

## Mastered State

***Prerequisite: The Devil Transformation feat***

You have developed full control over your curse, bringing out its true strength. The attributes from your Devil Form gain the following upgrades:

### Dark Flight

Your flying speed (or the bonus to it) is now equal to 60 feet.

### Electric Fist

The damage die from *Accursed Power* now increases by two sizes.

### Inferno Blaster

The attack range increases to 60 feet, and the damage increases to 2d12.

In addition, you can now enter your Devil Form twice between rests, are able to willingly revert it as a bonus action, no longer gain a level of exhaustion when it ends, and are no longer subjected to the *Battle for Control* trait (in case you used it).

# Additional Option

The following feat is meant to increase your character's thematic synergy with this build, in the case that you don't wish to take levels in Monk (or any similar classes) in order to fully emulate the fantasy of the material being referenced; or in the case that you wish to enhance your experience playing as a monk warrior holding the Devil Gene.

## Martial Discipline

You have been initiated into the arts of internal energy manipulation. You are granted the following benefits:

- You learn one ki feature of your choice from the Monk class, picking between *Flurry of Blows*, *Patient Defense* and *Step of the Wind*. If you already have access to all of these features, choose one of them to become your **Signature Technique**. You can perform your Signature Technique without spending a ki point a number of times equal to your Dexterity modifier, regaining expended uses when you finish a long rest.
- You gain 3 ki points to spend on your chosen feature (these points are added to any ki points you have from another source, but can be used only on ki features). You regain all of your spent ki points whenever you finish a short or long rest.


### Credit

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